

FIG. 1

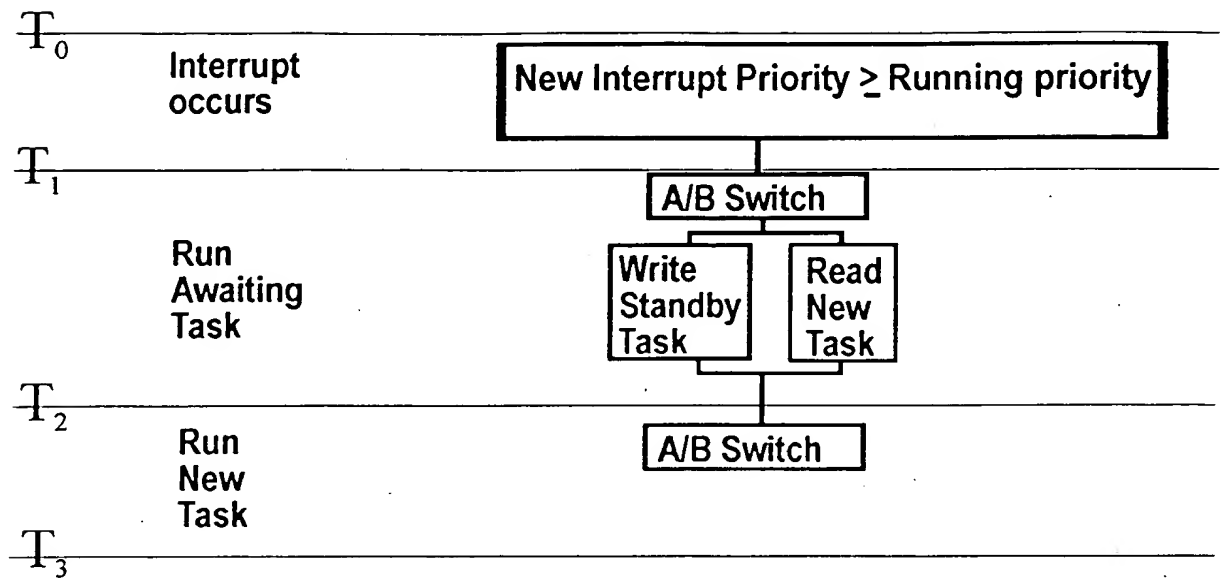


Fig. 2

Set Interrupt Enable latch if: Link Register task decoder asserted & LINKED

Clear Interrupt Enable latch IEL if: Link register task decoder & not LINKED, and write
or: Running task decoder asserted & LINKED

LINKED	write	Link register	Run task	Set/Clear IEL
1	0	1	0	SET
0	1	1	0	CLEAR
1	0	0	1	CLEAR
		Everything Else		Nothing

Fig. 3A

[illegible]

PER TASK

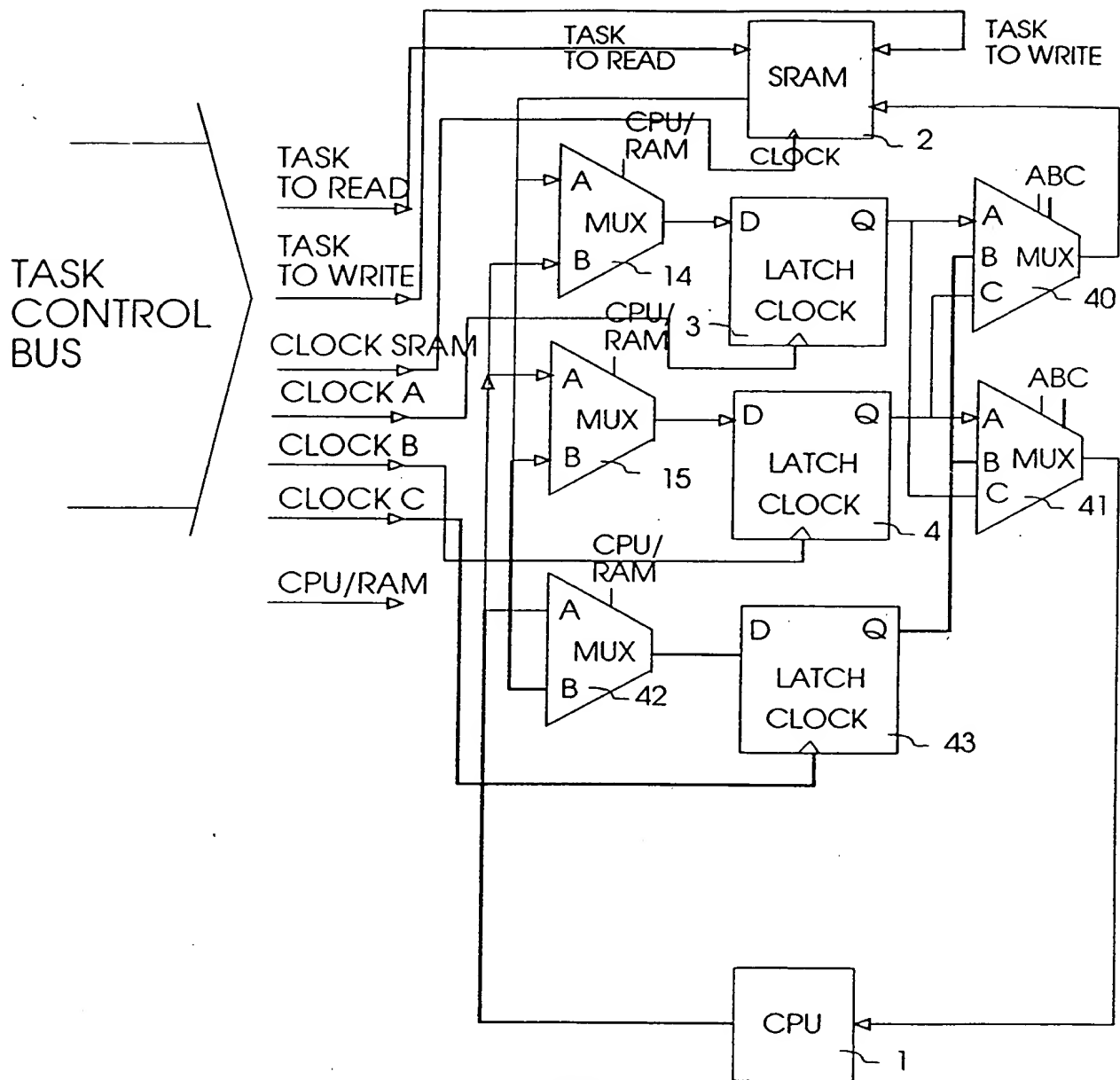


FIG. 4

The diagram illustrates a trace control system architecture. At the top, a large block labeled "TASK CONTROL BUS" is connected to several control signals: "TASK TO READ", "TASK TO WRITE", "CLOCK SRAM", "CLOCK A", "CLOCK B", and "A/B".

The system includes the following components and connections:

- Trace Control Logic:**
 - A **MUX (50)** receives "task/trace" and "task write" signals. Its output goes to **TRACE SRAM (2a)**.
 - TRACE SRAM (2a)** outputs to a **MUX (51)**, which then connects to the **Trace Read Bus**.
 - SRAM (2)** is connected to "TASK TO READ" and "TASK TO WRITE" signals.
- Task Data Path:**
 - MUX (14)** and **MUX (15)** receive "TASK TO READ" and "TASK TO WRITE" signals. Their outputs go to **LATCH CLOCK (3)**.
 - LATCH CLOCK (3)** outputs to **MUX (13)** and **MUX (17)**.
 - MUX (13)** and **MUX (17)** receive "A/B" signals. Their outputs go to **CLOCK SRAM (4)**.
 - CLOCK SRAM (4)** outputs to **LATCH CLOCK (1)**.
 - LATCH CLOCK (1)** outputs to **CLOCK A** and **CLOCK B**.
- CPU:** The **CPU** is connected to the **Trace Read Bus** and the **Trace Write Bus**.

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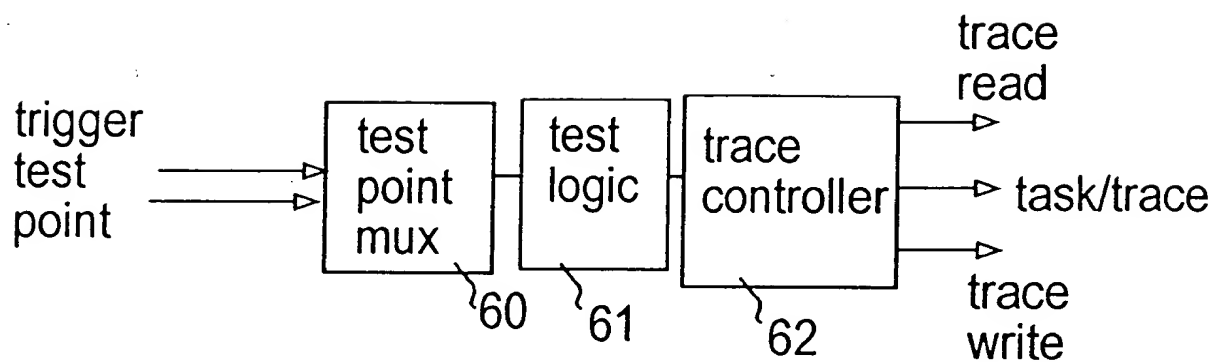


FIG. 6

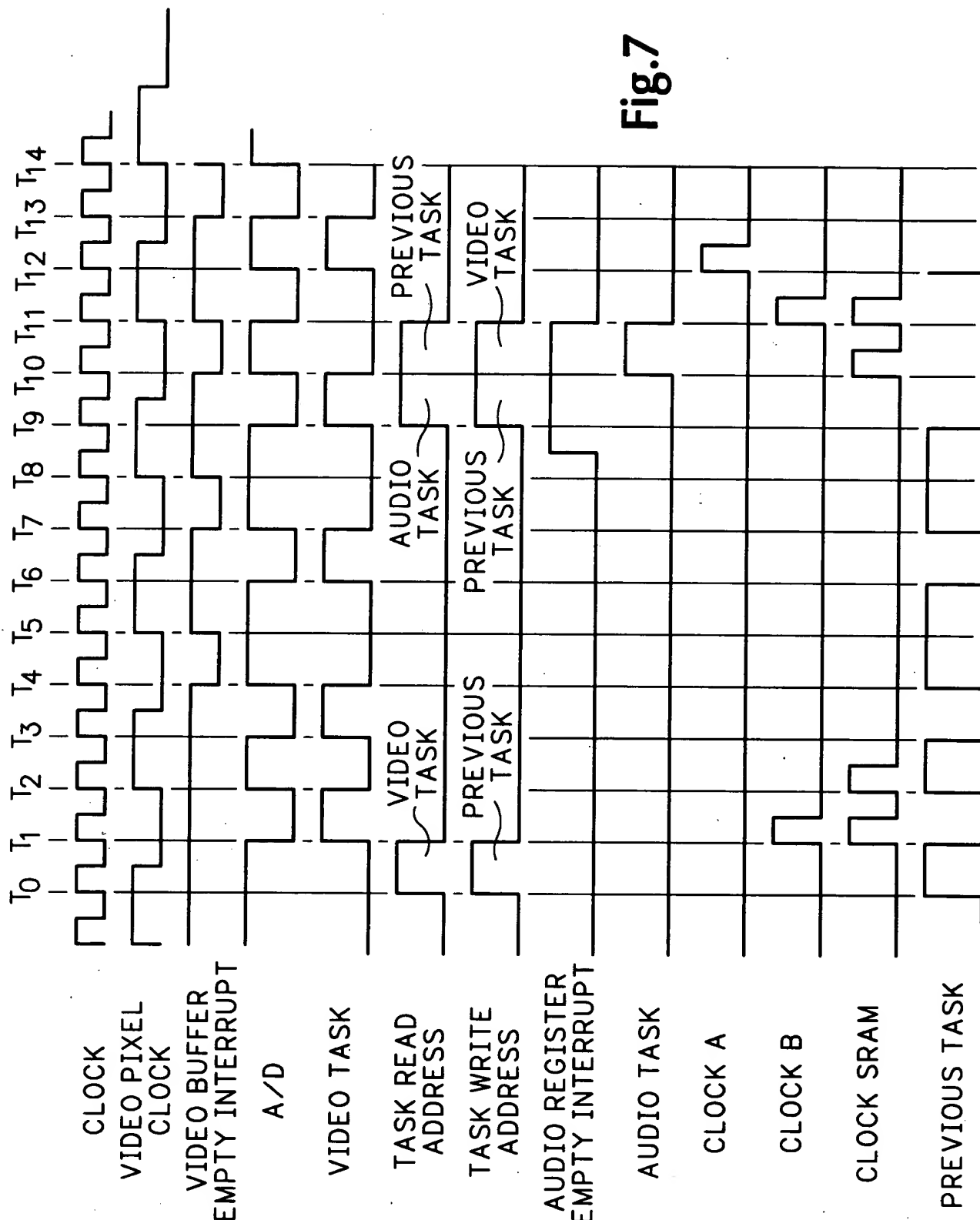


Fig.7